

Serial No.: 11/788,602

Filed: Apr. 19, 2007

Please enter the following amendment:

IN THE CLAIMS:

1. (currently amended) A system for conducting a game of chance comprising:

a platform having a platform processor and physically associated with a memory in communication with said platform processor, said memory storing ~~program instructions~~ executable by said platform processor, ~~said program instructions including~~ a random number generator and at least one game of chance executable by said platform processor, said game of chance producing an outcome determined, at least in part, by a random number generated by said random number generator in ~~said program instructions~~ stored at said memory physically associated with said platform, at least one of said outcomes associated with a credit award; and

a data storage ~~adapted to be removably connected to~~ physically separate from said memory and physically distinct and removable from said platform, said data storage readable by said platform processor, wherein said data storage is partitioned to include at least a first secure writable sub-component that stores a credit balance in non-volatile storage a credit balance and a game history generated as said computer processor executes said game of chance and a second secure sub-component that stores program instructions executable by said platform processor from said data storage rather than stored at said memory and said platform processor is adapted to read said credit balance written to said data storage, execute said game of chance to produce an outcome, write said game history to said data storage, and determine the credit award, if any, associated with said outcome, and write said credit balance to said data storage based on said outcome.

Serial No.: 11/788,602

Filed: Apr. 19, 2007

2. (original) The system of claim 1 wherein said data storage further stores a unique identifier.

3. (original) The system of claim 2 further comprising a server having a server processor and a server data storage in communication with said server processor, said server in communication with said platform and said server data storage storing a record associated with said unique identifier.

4. (original) The system of claim 3 wherein said record includes a credit balance.

5. (original) The system of claim 4 wherein said server processor is adapted to read said credit balance written to said data storage.

6. (original) The system of claim 3 wherein said server processor is adapted to direct said platform processor to read said credit balance from said data storage and communicate said credit balance to said server processor.

7. (original) The system of claim 3 wherein said program instructions further comprise preventing access by said platform processor to alter said credit balance after writing said credit balance at said data storage until said server processor directs said platform processor to alter said credit balance.

Serial No.: 11/788,602

Filed: Apr. 19, 2007

8. (original) The system of claim 3 wherein said game of chance produces a game history as said game of chance is executed, and said server processor is adapted to store said game history at said record at said server data storage.

9. (cancelled)

10. (currently amended) The system of claim 9 1 wherein said program instructions further comprise securing said writable data storage by encrypting said credit balance.

11. (currently amended) The system of claim 9 1 wherein said program instructions further comprise securing said writable data storage by preventing access by said platform processor to alter said credit balance after writing said credit balance at said data storage.

12. (cancelled)

13. (currently amended) The system of claim 12 1 wherein said program instructions further comprise securing said writable data storage by preventing access by said platform processor to alter said game history after writing said game history at said data storage.

14. (currently amended) The system of claim 12 1 further comprising a server in communication with said platform, said server adapted to read said game history written to said data storage.

Serial No.: 11/788,602

Filed: Apr. 19, 2007

15. (currently amended) The system of claim 12 further comprising a server in communication with said platform, said server directing said platform processor to read said game history from said data storage and communicate said game history to said server.

16. (currently amended) The system of claim 15 wherein said program instructions further comprise securing said writable data storage by preventing access by said platform processor to alter said game history after writing said game history at said data storage until said server processor directs said platform processor to alter said game history.

17. (original) The system of claim 1 wherein said data storage is writable such that said data storage may be selectively supplemented with additional games of chance.

18. (currently amended) A portable device for conducting a game of chance at a platform having a platform processor and physically associated with a memory storing program instructions a random number generator executable by said platform processor including and at least one game of chance executable by said platform processor, said game of chance producing an outcome at least partially dependent upon a random number generated by said platform processor, said device comprising a data storage ~~adapted to be removably connected to said platform~~ physically separate from said memory and physically distinct and removable from said platform processor, said data storage readable by said platform processor, said data storage storing partitioned into at least two sub-components, wherein a first secure writable sub-component stores in non-volatile

Serial No.: 11/788,602
Filed: Apr. 19, 2007

storage at least a credit balance readable by said platform processor and a second sub-component
stores program instructions executable by said processor from said data storage rather than said
memory, said program instructions including instructions for said platform processor to write
said credit balance at said data storage based on said game of chance.

19. (original) The device of claim 18 wherein said data storage further stores a unique identifier.

20. (cancelled)

21. (currently amended) The device of claim 20 18 wherein said program instructions further
comprise securing said writable data storage by encrypting said credit balance.

22. (currently amended) The device of claim 20 18 wherein said program instructions further
comprise securing said writable data storage by preventing access by said platform processor to
alter said credit balance after writing said credit balance at said data storage.

23. (currently amended) The device of claim 18 wherein said game of chance produces a game
history as said game of chance is executed and ~~said data storage is writable by said platform~~
~~processor;~~ said program instructions further comprising comprise writing said game history at
said first secure writable sub-component of said data storage.

Serial No.: 11/788,602
Filed: Apr. 19, 2007

24. (currently amended) The device of claim 23 wherein said program instructions further comprise securing said writable data storage by preventing access by said platform processor to alter said game history after writing said game history at said data storage.

25. (currently amended) The device of claim 18 wherein said data storage is further comprises a third writable sub-component storing such that said data storage may store at least one game of chance.

26. (currently amended) A method for conducting a game of chance at a platform having a platform processor physically associated, and in communication, with a memory, said game of chance including at least one outcome associated with a credit award, comprising:

providing a data storage adapted to be removably connected to said platform and readable by said platform processor, said data storage partitioned into at least a first secure writable sub-component and a second sub-component;

storing at said first sub-component of said data storage a credit balance;

storing at said memory programming instructions including a random number generator;

storing at said second sub-component of said data storage program instructions

executable by said data processor from said data storage;

removably connecting said data storage to said platform;

said platform processor executing said game of chance to produce an outcome at least partially dependent upon a random number generated by said platform processor; and

Serial No.: 11/788,602

Filed: Apr. 19, 2007

determining the credit award, if any, associated with said outcome; and
said platform processor executing said program instructions from said data storage
without storing said program instructions at said memory, said program instructions including
writing a credit balance to said first sub-component based on any credit award associated with
said outcome of said game of chance.

27. (original) The method of claim 26 further comprising assigning said data storage a unique identifier.

28. (original) The method of claim 27 further comprising:

providing a server having a server processor and a server data storage in communication with said server processor, said server in communication with said platform; and
storing at said server data storage a record associated with said unique identifier.

29. (original) The method of claim 28 further comprising storing a credit balance at said record.

30. (original) The method of claim 28 further comprising:

generating a game history as said game is executed; and
storing said game history at said record.

Serial No.: 11/788,602

Filed: Apr. 19, 2007

31. (currently amended) The method of claim 30 wherein said outcomes determine credit awards and credit losses in said game of chance and said game history includes at least said outcomes, said method further comprising:

tracking a credit balance including said awards and losses; and
comparing said outcomes in said game history to said credit balance to verify that said game history produced said credit balance.

32. (cancelled)

33. (currently amended) The method of claim 32 further comprising securing said writable data storage by encrypting said credit balance.

34. (original) The method of claim 33 further comprising securing said writable data storage by preventing access by said platform processor to alter said credit balance after storing said credit balance.

35. (currently amended) The method of claim 26 further comprising:

generating a game history as said game is executed; and
storing said game history at said first sub-component of said data storage.

Serial No.: 11/788,602

Filed: Apr. 19, 2007

36. (currently amended) The method of claim 35 further comprising securing said writable data storage by preventing access by said platform processor to alter said game history after storing said game history.

37. (original) The method of claim 26 further comprising storing at least one game of chance at said data storage.

38. (currently amended) A system for conducting a game of chance comprising:
a platform having a platform processor and physically associated with a memory in communication with said platform processor, said memory storing a game of chance and program instructions a random number generator executable by said platform processor, said program instructions including a random number generator said game producing an outcome including a credit award or a credit loss based at least in part on a random number generated by said random number generator;

a data storage adapted to be removably connected to physically separate from said memory and physically distinct and removable from said platform, said data storage readable by said platform processor, said data storage storing a unique identifier and partitioned into at least a first secure writable sub-component storing a credit balance and a second sub-component storing program instructions executable by said platform processor from said data storage without storing said program instructions at said memory, said program instructions including writing a credit balance to said data storage based on said outcome; and

a server having a server processor and a server data storage in communication with said server processor, said server in communication with said platform and said server data storage storing a record associated with said unique identifier such that when said data storage is removably connected to said platform, said platform processor verifies said data storage by comparing said unique identifier stored at said data storage with said record stored at said server and, only if said data storage is verified, conducts said game of chance and writes said credit balance to said data storage.

39. (original) The system of claim 38 wherein said record includes a credit balance.

40. (original) The system of claim 38 wherein said game of chance produces a game history and said record includes said game history.

41. (currently amended) A device for conducting a game of chance at a platform having a platform processor and physically associated with a memory storing program instructions at least one game of chance and a random number generator executable by said platform processor, said game of chance producing an outcome including a credit award or credit loss, said device comprising a data storage ~~adapted to be removably connected to physically separate from said memory and physically distinct and removable from~~ said platform, said data storage storing a credit balance and program instructions executable by said platform processor from said data

Serial No.: 11/788,602

Filed: Apr. 19, 2007

storage without storing said program instructions at said memory to write said credit balance to
said data storage based on said outcome of said game of chance.

42. (cancelled)